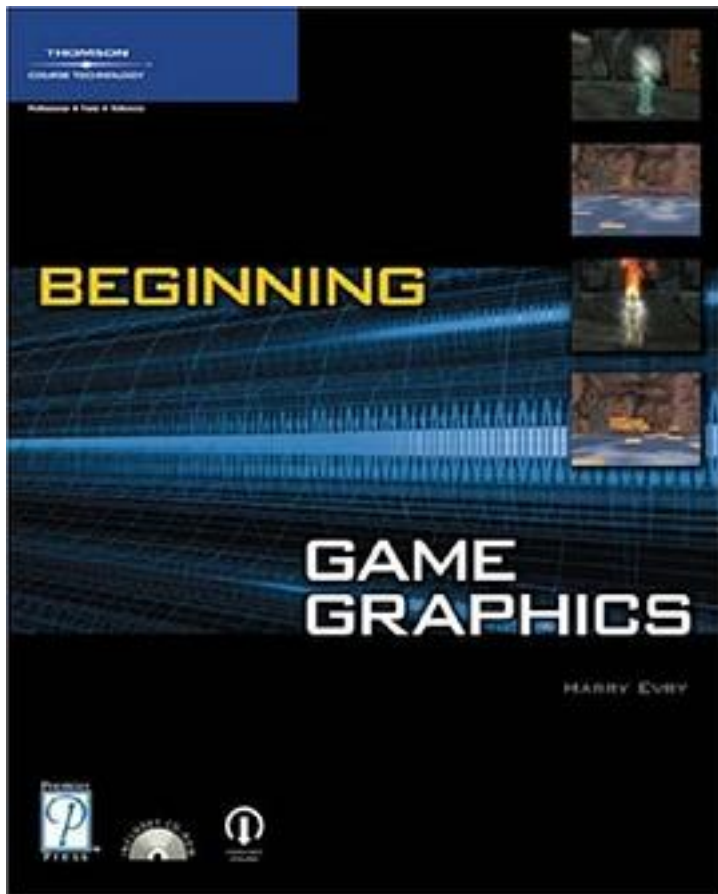


Beginning Game Graphics (Premier Press Game Development)



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Welcome to the exciting world of the video game artist. "Beginning Game Graphics" is your guide on a step-by-step path, beginning with the most basic modeling techniques and wrapping up with advanced workflows used by professional game artists. It

provides powerful and easy-to-use tools to get you started, and it covers many of the methods, philosophies, and proven techniques that can improve your game demos and help separate you from the crowd in the rapidly growing interactive entertainment industry. Whether you are a video game enthusiast, an artist breaking into the world of video games, or a game programmer ready to model your own characters and sets, this book is the ideal introduction to 3D modeling for video games.

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